XIO3

GCACE

Garden City Atari Computer Enthusiasts
1003 Amphion St. Victoria, B.C. Canada V8S 4G2

JANUARY/FEBRUARY 1997

January 23rd Meeting!

The January meeting is our Annual General Meeting that we are required to have. It will consist of the elcetion of the new executive and the presentation of the year-end statment for approval by the membership. Think about running for office and joining the executive, the meetings are very interesting, and I think you learn more at them than the general meetings. Not only do we conduct club business, we also solve most of Canada's and the world's social, philosophical and economic problems at the same time. We will also continue our new policy of starting general discussion and questions at 8:30 PM.

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ATARI®

NEWS AND RUMOURS

by Rowland Grant

A year ago there was so much news about the strange happenings at Atari that I decided to put the ST material in its own column. Even then the Atari and Jaguar news took up several pages. Well now that Atari is as good as dead, things have settled down to almost no news at all. Oh there's tons of stuff to download and read, but there is little news in it. So I have decided to consolidate my material again. I will try to keep up a separate 8-bit column, but that will include more than news.

While JTS is expanding its production, the company is not yet showing a profit. Worse, there are rumours from Britain that some dealers have received shipments of JTS hard drives that are almost all defective in one way or another. The common complaint is that the JTS hard drives die after a few weeks of use. Hard to say if this is due to manufacturing or design. JTS is a new company that depends mostly on sales to computer manufacturers. A bad reputation could kill it. The Tramiels folded Atari into JTS to save their investment. Maybe they jumped from the frying pan into the fire.

There is a rumour that JTS has sold its entire stock of Jaguars and games to Tiger Software, a well known liquidator. Tiger is offering packages of old games and Jaguar consoles with game combinations. Maybe Tiger Software will actually try to market the Jaguar, and advertise too! Meanwhile Atari Jaguar owners have been treated to some new games. In December, Telegames released Towers II and Breakout 2000. Towers II is one of the first role playing games released for the Jaguar, and one of very few put out for any game console. From all reports Towers II has been favourably received. Telegames is also readying

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MEMBERSHIP

Membership dues are $25 per family per year. Membership includes a subscription to this newsletter, access to over 1000 8-bit public domain disks and 190 ST disks and increased time and upload/download ratio on the club BBS, Pothole. It can be reached by modem at (604) 642-6795.

MEETINGS

Meetings will be held in the Nellie McClung branch of the Library at 3950 Cedar Hill Road (corner of McKenzie) on the fourth Thursday of each month. All meetings are at 7 pm. There is no meeting in the month of December.

EDITORIAL

It would seem a few of our writers, including myself, are cured of the verbal diarrhoea they are usually afflicted with. Contributions were fewer this issue, so I increased the type size by one point. I haven't heard any complaints about using nine point text, but naturally it is easier to read when I increase it to ten point. Thanks to modern desktop publishing software, this is simply a matter of clicking on a box and it's done. It makes it hard to realize that just a few years ago, a printer had to be a master tradesman and set all type in lead, each letter individually.

I have found by using Calamus SL, which is of professional quality, that any idiot (such as I) can become an editor and publisher simply by buying software. To use all the features of Calamus, however, I think it would be necessary to take on a printer's apprenticeship before you could make use of its full capabilities. Simply doing this newsletter has forced me to learn so much about printing and editing. To produce this newsletter, I have to have close at hand a book on grammar, a dictionary, a thesaurus and the Calamus manual. With these, I can produce a newsletter that is reasonably close to the standards I set for myself. It's not professional, but I think I do better with each issue, and there's a slim chance I might get there yet.

Gord

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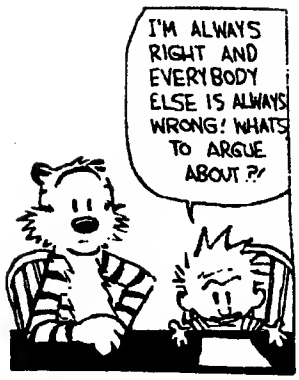
Commodore Amiga	Ted Skrecky	598-6173
MS-DOS Computers	Rowland Grant	598-3661
	Bob Nex	642-6358

PEEKing Around

by Gordon F. Hooper



... Welcome to new member BRUCE FUNK, who lives far out in the boonies of Sidney. Also joining again was BOB AHRENS, who was a member a number of years ago, and RON LUKAWITSKI, who I'm hoping will give a MIDI demonstration some day ... Ex-member JACK BASUK has succumbed to the wiles of IBM land, although not voluntarily. His wife bought him a new computer for Chanukah. but it's not all bad news. It resulted in him selling me his TT030 for a very reasonable price. Thanks, Jack ... DAN MOEN got pnuemonia just as he was scheduled to move out of his apartment. Methinks he's not as dumb as he looks. Two of his friends and I did the moving, while Dan sat in a chair and acted as a kibitzer ... ARNOLD NAPP had his daughter Viviann from Estonia as a visitor over the holidays. She needed to keep in touch with her art gallery business back home while she was here, but there was a problem with faxes. I was happy to assist her by sending and receiving e-mail for her. We've got to get you online, Arnold ... MITCH RIVEST phoned to tell me he has bought a 75 foot YFP (Yard Ferry Personnel) from the navy, which he intends on converting to a dive tender. Good luck with your new venture, Mitch ... TED SKRECKY going into delirium when he found out there was a new Jaguar game to buy. I won't embarrass him by telling you what he paid for it, but he could buy a number of nice new outfits for Velma Vinyl with that much money ... JOHN TOWLER writing an article on using STiK and CAB to browse the WWW for *New Atari User*, the English magazine which is one of the few left still publishing. It is mainly an 8-bit magazine, which I think makes it one of the last still publishing in hard copy. There are are few disk-based magazines still left for the 8-bit ... DOUG SKRECKY sending me some of the results of his extensive research into alternative methods for treating diabetes. Thanks, Doug ... GEORGE ROSE is still dragging his trailer around North America, though why he went to Edmonton in winter is beyond me. Yes, we did lose bragging rights for no snow with Blizzard '96, but that only lasted one week. If Edmonton gave each storm that dropped three feet of snow on them a name, their thesaurus would be worn out from overuse. I'll also guarantee you they won't be counting flowers in February there. I also don't want any prairie farmers complaining to me about too much rain and cloud here ever again. Rain goes away all by itself ... Put on your trench coats and shades and get busy tracking down all the things GCACE members do that they are ashamed of. Then Phone GORD at 475-0857 to let the world know of their misdeeds ...

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VISA

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two more games, Worms and Zero 5. If sales of the current games are profitable, we should see Worms and Zero 5 in the next few months. Telegames has also licensed two Jaguar CD games. These are Iron Soldier II and World Tour Racing. They had been finished early last year. It is much cheaper to publish games on CD than on cartridge, so we may see the release of Iron Soldier II and World Tour Racing fairly soon on some platform anyway. There are rumours that Iron Soldier and other Jaguar titles are being ported over to the Sony Playstation. For the Jaguar, there is talk of a cartridge version of Iron Soldier II. Work continues on the much touted Battlesphere. The "gauntlet playmode" is now being tested. What's up? Battlesphere was reported to be all but finished month ago. News of Jaguar games is mostly online. There is no advertising elsewhere that I know of. It takes considerable effort to find a Jaguar dealer who has new games. Even mail order sources are hard to find. I do have reports of a few outlets in the US that are still stocking Jaguar games, and they are expecting to get the new titles. A Jaguar console and one game now sells for $59.95 (US). At that price, and with new games coming out for it, the Jaguar could remain on the market through 1997.

There's more room for optimism among Atari computer users. C-lab in Germany is still selling its brand of Falcon computers. Medusa computers in Switzerland is producing the Hades computer (using TT architecture) and the more elaborate Medusa model. Both of these computers can use the Motorola 68060 chip. Computer Direct in Canada makes a version of the Hades design. A recent review has this computer (DirectT60) holding its own against PowerPC based computers that run at much higher frequencies. The second "Forum des Applications Atari" was held in Paris on December 7th and 8th. Centek was there with information about its Phoenix computer. The Phoenix is based on the Falcon design with a new operating system called Dolmen. Centek claims that Dolmen OS will be TOS compatible. And Dolmen will include some extras like sound and animation players, an icon editor, links to HTML and JAVA. The Phoenix will be released with a Motorola 68040 60 Mhz processor, but it can use the faster 68060 chips. There was discussion of a possible 120 Mhz 68060. Motorola began developing the 68000 series of microprocessors almost 20 years ago. The original 68000 microprocessor was based upon mainframe architecture and was considered very advanced. Motorola is now the manufacturer of PowerPC chips, but these were derived from an IBM design. There are claims that Motorola is continuing the development of its own 680x0 series by increasing the frequencies up to hundreds of Mhz. Also there are rumours of a super 68080 microprocessor. If these chips become available, TOS and GEM based computers could occupy a viable niche for a long time.

PC computers that were set up with older IDE drives are limited to half a gigabyte of storage and cannot use the new EIDE drives. Falcon computers also have built-in IDE drives, but they can use the new EIDE models without any trouble. Falcon owners have reported using 2.5 inch EIDE hard drives with capacities of more than one gigabyte. Apparently the cheaper 3.5 inch EIDE drives can also be connected to the Falcon, although it is best to construct an external arrangement. I commented sometime ago that ST computers would continue in use while their excellent monochrome monitors were still working. Perhaps they can last even longer. I notice that users in New Zealand have found that standard VGA monitors will respond to the ST's high resolution output. The connection is quite simple, and colour combinations other than black and white are possible. Also VGA monitors are usually at least 14 inch in size. They use most of the screen area too. Those who are awaiting the Wizztronics Hawk upgrade for their Falcons are likely to be disappointed. While a prototype is reported to have been seen, there are rumours that a sample production run turned out to be 70 percent defective. I'm coming to the conclusion that Wizztronics bit off more than it could chew in attempting the Barracuda and Hawk boards for the Falcon.

...standard VGA monitors will respond to the ST's high resolution.

To my knowledge there are three commercial periodicals in English that focus on Atari ST computers. The newest is *Atari Computing* in Britain. This magazine seems quite popular. The first issue sold out, and had to be reprinted. The second issue is reported to have sold out too. In the U.S. there is *ST Informer*. There hasn't been a new issue for months. There are rumours that *ST Informer* may try to continue as a quarterly. Then there is *Current*

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Spectre

by Rowland Grant

Not long after Atari brought out the ST, David Small began working on the difficult project of making the ST emulate an Apple Macintosh computer. David thought of using the ST's cartridge port to connect Mac ROMS to the Atari circuit. The rest would be software to make the ST hardware respond as though it was a Macintosh. The project took about four months to get a working demo. There was a lot of interest because the ST was much cheaper than a Macintosh computer, and the ST had a bigger monitor too. Another six months of coding effort was required to make the emulator suitable for sale. It was sold under the name Magic Sac, and packaged in a paper bag. Magic Sac consisted of a ST software disk and a cartridge for Macintosh ROM chips. The user had to supply the 64K Mac ROMs, which were available from various sources. The big problem was that Macintosh floppy disks have a unique format and won't work on a standard ST. Initially, software was brought over from a Macintosh to an ST by null modem. Mac programs could then be saved on a special format disk that the ST disk drive could handle. Finally David designed a device that would enable the ST to read real Macintosh disks directly. It didn't always work very well though. Magic Sac was marketed by Data Pacific. Dave Small earned very little from all these efforts so he left the company.

Apple Computers had brought out the Macintosh Plus with 128K ROM chips. There was much interest in a Mac Plus emulator for the ST, so David decided to go into business for himself. He founded Gadgets by Small Inc. In 1988 he brought out a new Macintosh emulator that used the 128K ROMs. He called this product Spectre 128. It was known that the external drive port (drive B) in the ST can be used to configure the internal drive (drive A). Devices using this port were employed

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News and Rumours
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Notes in Canada. The latest issue was late due to last minute changes in advertising. It may not be related, but there have been more rumours that Toad computers was getting out of Atari computers. Finally a message from David Troy clarified the situation. Current Atari product sales have not been particularly profitable. Toad is reducing Atari products to those that do sell reasonably well. The famed Toad line of ST hardware will be limited since a technician is no longer available to do the assembly. Toad has dropped all advertising in *Current Notes* and *ST Informer*, but will continue to advertise Atari products online. With 15 employees, Toad's overhead is considerable. The Atari market has declined to the point where Toad cannot support a full range of products. I don't blame David Troy for wanting to run a growing business, and to make room for new computer products and services for which there is a strong demand.

Of course as long as there is new software, our old ST computers will remain viable. Few can match Tony Greenwood and his friends in Stosser Software for enthusiasm. They have just issued another free game called Diamond-Ice. This seems to be a complex puzzle game with arcade action. Brisk Software has released GEMvelope 2.96, a new upgrade. This software allows the printing of envelopes on almost any printer. It can draw address information from word processors and some data bases such as Cardfile. It will even produce POSTNET bar codes. GEMvelope uses GDOS. Brisk Software supplies FontGDOS, various fonts and a wide range of printer drivers with the software. The price is $30. NoCrew has released its latest version of MPEG Audio Layer II DSP player for the Falcon. It enables Falcon owners to play stereo MPEG music files in the background, while attending to other tasks, as it takes no CPU time. Sumbera Petr reports that he has updated his NED PLAYER. This is a simple player of sound samples. It can run as a PRG or ACC file and will recognize a wide range of sound formats. Finally, OASIS2 and ICE are Net terminal and browser programs being developed for TOS computers. They have some way to go, according to the testers, but there is continuing effort. There is already some impressive TOS software for handling the internet and World Wide Web. But it would be nice to have more.

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by hackers to duplicate copy protected disks. David Small used the same technique to force the ST's internal drive to behave like a Macintosh drive. He added the disk controlling circuitry to the 128K ROM cartridge and called the result Spectre GCR. The term GCR refers to the particular Macintosh format it can handle. Dave updated the Spectre GCR software to keep up with the frequent changes in the Macintosh operating system. Version 3.0 (released in 1990) was the last upgrade. Spectre GCR was very popular. For instance, with Spectre GCR the Atari STacy laptop became a portable Macintosh. At the time Apple hadn't brought out its own laptop, so a number of Mac users bought STacy computers. Dave went on to produce an accelerator 68030 card for the Mega ST. However a circuit board supplier let him down, and he lost money. He sued for damages, lost, and went out of business. Spectre GCR had about run its course anyway. The new Mac II ROMs were 256K, but the Atari's cartridge port will only handle 128K. Also Apple brought out a new operating system that seemed to be designed to make emulation difficult.

I had followed the fortunes of Spectre GCR with interest, but I hesitated to buy one myself. In its day, Spectre was fairly expensive. Then there was the need to buy Macintosh software, which was also rather expensive. Then I would have to study the system, and get used to another computer tradition. This required the purchase of books and magazines, and even joining the Mac user group. Anyway, I was already fully involved with Atari computers. However, one day last summer Ted Skrecky rescued a Mega ST2 and monitor from a thrift store. When he got it home he found a Spectre GCR cartridge at the bottom of the carton. Intrigued, I offered him real money for it, which he accepted. I found a few pieces of old Mac software. In fact I can't use most of the new Macintosh software. I had to search for old Macintosh books too. The latest Mac books and magazines are almost useless for my purposes. Ah well, at least it doesn't cost much to try out an old Macintosh in emulation. And best of all, I don't have to find space for another computer.

Spectre GCR runs well on my Mega2 ST with monochrome monitor. The software is simple to use. Although there are many options, drop-down menus provide for all that is really needed. There is an option for printer settings. The Macintosh uses serial printers rather than the usual Centronics parallel system common on the ST and PC computers. Spectre can be configured to send the Mac serial printer data to the parallel printer port on the ST. The Macintosh has special hardware for sound production. Spectre can emulate this sound, but it takes up a lot of processor time. So there is an option to turn the Mac sound off. Disks can be formatted while in Macintosh mode. However there are options to format and copy Mac disks using the Spectre menu also. Spectre will even format hard drive partitions so that the Mac operating system can use them. I had five partitions on my hard drive. I decided to devote the last one to Mac software. Unlike the ST, the Mac badly needs a hard drive. I'll explain later. Anyway, reformatting one partition was painless. The rest of the hard drive was unharmed. My Mega ST booted from the hard drive and ran as before. I removed the last partition's icon from the desktop since I couldn't access the Mac partition directly from the ST anyway. The amount of RAM that the Mac mode uses can be set, but the default setting is the maximum available. Having made the settings, press RETURN and the Atari ST becomes a Macintosh Plus.

Or at least it does if you have a disk containing the operating system software in the drive. To run the Macintosh, two files must be present. One is called SYSTEM, and the other is called FINDER. These two files correspond roughly to GEM on the ST. Unlike the ST, the system software is not resident in memory. The Macintosh only loads those bits of software from SYSTEM and FINDER that it needs at the time. So running any program requires a lot of disk switching. Earlier versions of SYSTEM and FINDER could fit on a floppy disk with room to spare for another program. By this means disk switching could be avoided. But the more recent versions, such as SYSTEM 6, will fill one disk easily. This is why a second drive, or a hard drive, is essential. The current SYSTEM 7 won't run under Spectre GCR, so I used SYSTEM 6.05. After I had booted the Mac using a floppy disk, I copied SYSTEM and FINDER to a folder on the hard drive. Now I could start the Mac under Spectre and boot off the hard drive by simply pressing the F2 key. Later I used the Spectre menu to set the hard drive to autoboot. Dave Small's software works very well indeed. It is quite stable. It's like using a real Mac Plus.

The Macintosh is not difficult to run. The FINDER desktop looks a bit like GEM, but the workings are all different. One gets used to the differences quickly. There are some things that require investigation,

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APE Makes IBM a Slave!

by Rowland Grant

During the great snow of '96 (the worst since 1916), when our island was cut off and nothing moved but pedestrians, the departure of my house guest was delayed. To wile away the time he examined my 8-bit books and software and became intrigued with the Action! programming language. The Action! syntax reminded him of VRML and JAVA, the hot new programming languages. And Action!, unique to Atari 8-bit computers, has been around for some 13 years. I plugged the Action! cartridge onto the SpartaDOS cartridge (much to my guest's amazement) and started my 800XL. Again, he was impressed by the integrated programming environment. However when he compiled a small example program copied from the manual, the compiler ran so fast that at first he thought that the system wasn't responding. With languages like C for instance, compiling is a slow and ponderous business, requiring the linking of code from libraries for even the smallest of programs. I got out my collection of Action! source code disks, and he spent much of the afternoon compiling and running all sorts of utilities and games. He was impressed by the runtime speed too, and the ease with which Action! handled players and smooth scrolling. A 6502 running at less than 2 Mhz can put on a remarkable performance when it is linked to Atari's custom chips. And the Atari 8-bit computer has impressive resources, like Action!. Sometimes it takes a snow storm to be reminded of this.

Steven Tucker has brought out the next version of his Atari Peripheral Emulator or APE. This is PC software that makes a PC act as a peripheral device for an Atari 8-bit. APE version 1.10 has a number of refinements and bug fixes, but the major improvement is support for the APE Warp+ OS. The main weakness in these peripheral systems is the slowness of the input and output of the Atari computer itself. Steven is offering a replacement operating system which he calls APE Warp+ OS. This speeds up the Atari input/output routines by a factor of three. He offers a replacement ROM chip that includes four operating systems. These are APE Warp+ OS, the regular XL/XE OS, an 800 compatible OS and a modified XL/XE OS that does not boot with BASIC unless the Option key is pressed. Another feature is a system cold start by holding down Select and pressing Reset. The new OS is capable of ultraspeed operation with devices such as 1050 drives with US Doublers or other modifications.

Tom Hunt has announced the opening of the Independent Atari 8-bit Network's QWK NET. It is run by Atari 8-bit users, and it is seeking more members. QWK NET sends weekly or

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Spectre

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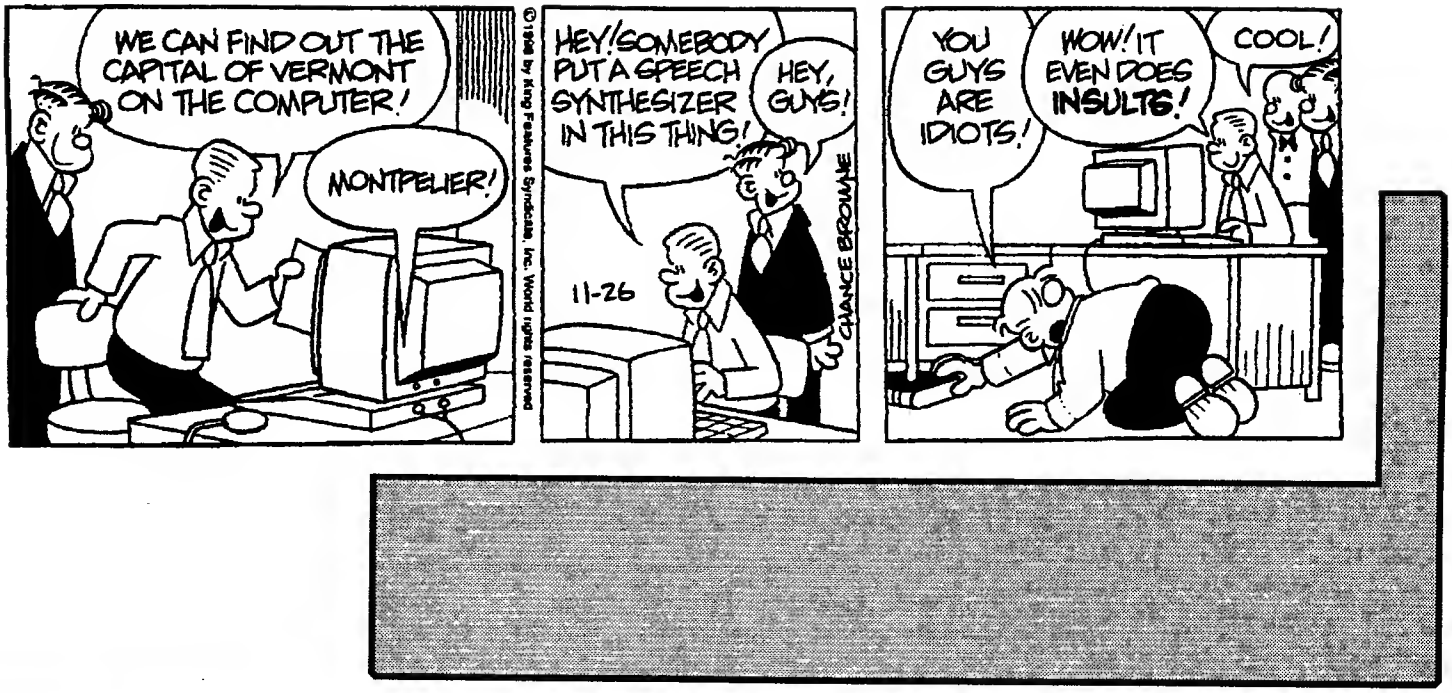
and a good book on the Mac is needed. I found a couple of books that deal with SYSTEM 6 at a sale of remaindered books. The public library still has a few older Mac books too. In my opinion, the original GEM on the ST was not quite as sophisticated as the Macintosh system. However, the current GEM versions and enhancements such as Neodesk, Geneva, NVDI etc. make the ST comparable to the Mac (and maybe better in some ways). Apple managed to enforce a remarkable amount of uniformity in its software. Most programs work the same way. Right from the beginning, all the various software used printer drivers and fonts supplied through the operating system. You didn't have to be concerned about whether your new desktop publishing software could handle your printer. It couldn't. The operating system looked after that detail. Of course GEM embodied the same concept with GDOS, but it's implementation on the ST was late and difficult. Most ST software does not use GDOS, or at least it doesn't depend on it. I tried out my Mac software. I found MacWrite to be similar to popular ST word processors like First Word, and MacDraw is very much like EasyDraw on the ST. There was a time when some Mac software was superior to anything available on the ST. Then, Spectre GCR was an attractive option, especially for desk-top publishing using Aldus (now Adobe) PageMaker. But generally this is not so any longer. For instance, the current version of Calamus is comparable (some say superior) to PageMaker, and it will still run on the ST. But the latest version of PageMaker will not run on the Mac Plus. The ST may be an abandoned computer, but unlike the Mac Plus it's not obsolete, not yet.

HI AND LOIS



8-Bit
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biweekly packets to members through internet email. The packets contain messages from participating 8-bit BBS's and from individual members. There is a huge message base filled with all kinds of interesting 8-bit information. QWK NET is a free service to the 8-bit community, and is available through the internet. Inquiries to tomhunt@bright.net should get a response.

Ron Fetzer of Ol' Hackers has kindly sent us a copy of the GRASS Calculator. I hasten to add that GRASS stands for the Grand Rapids Atari System Supporters. The calculator handles up to ten digits and uses scientific notation for larger numbers. It has all the regular functions of a calculator. In addition it has a separate 'screen' showing calculator memory contents. It does not do trigonometric functions, logs or powers, but it does handle hexadecimal numbers. At least it does now. The original code was by Gary Heitz and Tim Feenstra. Ron Fetzer fixed it up so that the hexadecimal function worked. He improved the screen prompts too. The code is in Atari BASIC, but Ron has set it up to run under Turbo BASIC for increased speed. He has also supplied documentation complete with a document reader. Thanks to Ron Fetzer for repairing and saving another good piece of Atari software.

The Atari Bit Byters User Group (ABBUC) in Germany is probably the world's largest Atari 8-bit user group. They put out a quarterly newsletter and two special issues a year. Each issue is accompanied by a disk of software that is also a kind of newsletter in itself. The disk that accompanied ABBUC Newsletter number 47 featured XL2, our own John Picken's magnum opus. John's software is getting around. The 32 page newsletter has a number of articles on disk drives, including a description of QMEG+ 4.0, a disk operating system. This version of QMEG+ is being beta tested. It takes up 16K of memory, and mostly sits under the ROM, something like DOS-XL. It has a number of interesting features including a machine language monitor, a program 'freezer' and a cassette simulator. The disk that accompanied ABBUC special issue number 20 had a Turbo BASIC game on the back. It is a neat clone of the BOMB game that accompanies Microsoft's Windows. The Atari 8-bit can do that kind of thing with ease, and in BASIC too.

Election Night!

by Rowland Grant

The November general meeting featured a demonstration of Spectre GCR. This is covered elsewhere in the newsletter. The public library limits our use of its meeting room to two hours, from seven to nine. So it was proposed that we limit demonstrations to about one hour of meeting time. Then there would be at least a half an hour available afterwards for conversations and discussions. The business part of the meeting shouldn't take more than half an hour at the beginning. Members often have topics that they would like to discuss, and in the past there has been very little time after the demonstrations. Anyway, the Spectre GCR demonstration took less than an hour, so it can be done.

There was no general meeting to report in December. However the Executive Committee was active (barely). At the January executive meeting, Treasurer John Towler submitted the annual financial statement for presentation at the annual general meeting, and for publication here. John is using PHA$AR software to keep the accounts. It is a simpler program than some, but it seems most appropriate for a club of our size. The executive decided to renew our subscription to *Current Notes*. We are also subscribing to *Atari Computing*, but we have not received a copy as yet. We're hoping to start with issue 3 next month. Also we haven't received *Atari Classics* for such a long time that we assume it is defunct. The November disk of the month had CAB and STiK software for accessing the internet and World Wide Web. John Towler demonstrated this software in operation on his TT after the executive meeting. CAB and STiK are really quite impressive, especially in 16 colour mode on the TT. John showed us several web pages with text and fancy illustrations. Last year, one heard all kinds of complaints about CAB and STiK, but the latest versions are running well.

Of course the January meeting is our annual general meeting. According to the Societies Act we must have one. The first order of business is reports and a vote on the financial statement. The second is the election of officers. Except for newsletter editor, the duties are not very strenuous. And executive committee meetings are usually very interesting (dare I say fun?). Any volunteers?

"There are better ways to log off."

Thanks to September 96 MIST Newsletter

"I guess that's how you eject a disk."

GARDEN CITY ACE

Annual Financial Statement for the year ending December 31, 1996

ASSETS

Cash on hand	$	5.00
Bank of Montreal		560.12
Prepaid expenses		235.40
Total	$	800.52

LIABILITIES

Total	$	0.00

INCOME

Membership dues	$	725.00
Coffee fund		39.85
Donations		10.00
Bank interest		1.42
PD disk sales		35.00
Total	$	811.27

EXPENDITURES

Magazine subs.	$	38.49
Newsletter printing		185.88
Newsletter postage		229.12
Other postage		25.90
Room rental		176.55
Society Act fees		15.00
Office supplies		46.57
Bank charges		8.40
Coffee expenses		22.61
Telephone		25.93
Total	$	774.45

SURPLUS/DEFICIT

Surplus	$	36.82